

PENN & LOWRY MAYOR'S GREAT CITY DESIGN TEAM



a vision for the new **PENN & LOWRY**



LEGACY PROJECT

AIA turns 150 years old and gives a gift to the community in the form of The Blueprint for America.

AIA MINNEAPOLIS' LEGACY

Project began with

RT RYBAK'S RE-WEAVING THE URBAN FABRIC ADDRESS

February 28, 2006

BLUEPRINT FOR AMERICA

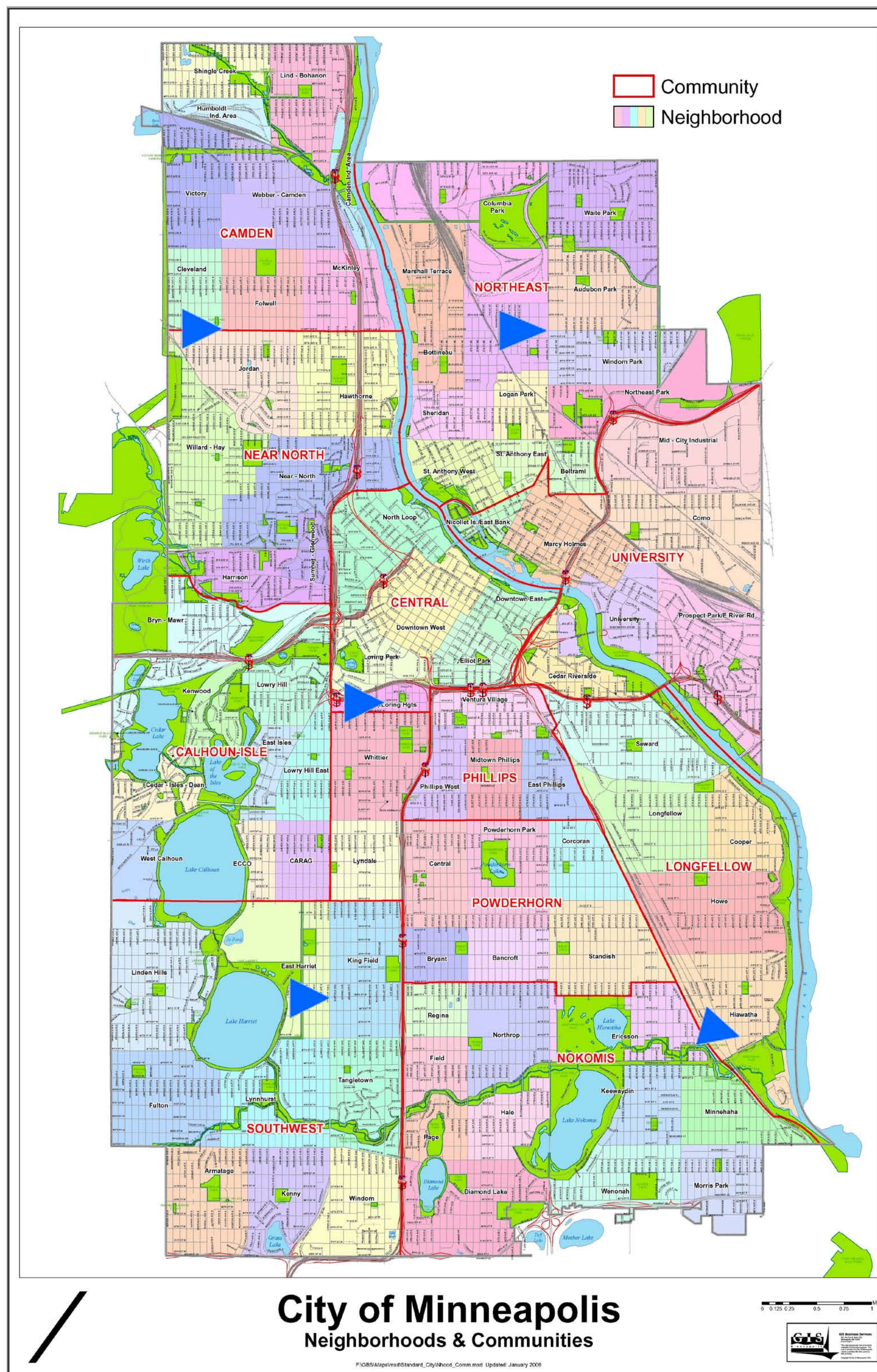
Through state and local components, AIA architects will initiate, convene, and participate in Blueprint initiatives that utilize community engagement, in a collaborative process, and quality design as keys to improving a community's livability



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june 2007





Nicollet Avenue and 18th Street

Co-leader Destin Nygard & Jeremiah Sagel

Penn Avenue N. and N. Lowry Avenue

Co leaders Raymond Dehn & Wayne Olson

Central Avenue NE. and N. Lowry Avenue

Co leaders Neil Weber & Wynne Yelland

46th Street S. and 46th Avenue E.

Co-leader Paul May & Kathy O'Connell

40th Street and Lyndale Avenue S.

Co-leader Christine Albertson & Adam Arvidson



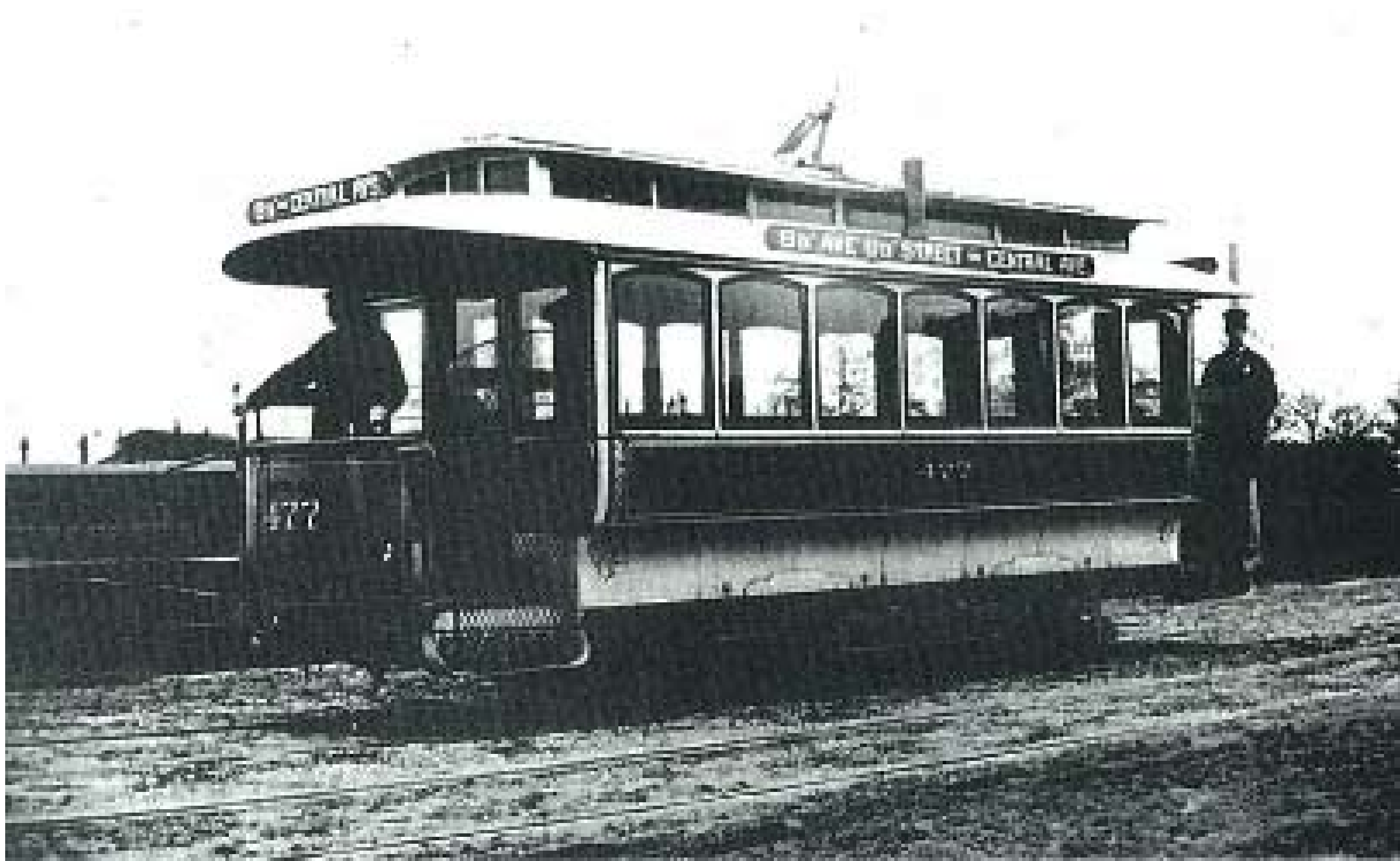
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AIA'S PRINCIPLES FOR LIVABLE COMMUNITIES

Penn & Lowry



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AIA'S 10 PRINCIPLES FOR LIVABLE COMMUNITIES

1. Design on a Human Scale

Compact, pedestrian-friendly communities allow residents to walk to shops, services, cultural resources, and jobs and can reduce traffic congestion and benefit people's health.

2. Provide Choices

People want variety in housing, shopping, recreation, transportation, and employment. Variety creates lively neighborhoods and accommodates residents in different stages of their lives.

3. Encourage Mixed-Use Development

Integrating different land uses and varied building types creates vibrant, pedestrian-friendly and diverse communities.

4. Preserve Urban Centers

Restoring, revitalizing, and infilling urban centers takes advantage of existing streets, services and buildings and avoids the need for new infrastructure. This helps to curb sprawl and promote stability for city neighborhoods.

5. Vary Transportation Options

Giving people the option of walking, biking and using public transit, in addition to driving, reduces traffic congestion, protects the environment and encourages physical activity.

6. Build Vibrant Public Spaces

Citizens need welcoming, well-defined public places to stimulate face-to-face interaction, collectively celebrate and mourn, encourage civic participation, admire public art, and gather for public events.

7. Create a Neighborhood Identity

A "sense of place" gives neighborhoods a unique character, enhances the walking environment, and creates pride in the community.

8. Protect Environmental Resources

A well-designed balance of nature and development preserves natural systems, protects waterways from pollution, reduces air pollution, and protects property values.

9. Conserve Landscapes

Open space, farms, and wildlife habitat are essential for environmental, recreational, and cultural reasons.

10. Design matters

Design excellence in the foundation of successful and healthy communities.



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ISSUES OF IMPORTANCE:

- Linkage through site to existing Playground Park
- Alternate use of existing ball parks
- Liquor store could remain as a stand alone building or part of a larger mixed use project
- Residential units
 - Market
 - Affordable
 - North Memorial housing/hotel- overnight or short term stays
- Small business/retail incubator
- Retail and office space with housing above— a Variety of neighborhood services
- Strong pedestrian environment – link is critical— connection to a community room
- Complement new project on the southeast corner
- Utilization of the transit node
- Sustainability - green connection to the park
- Car share
- Energy – contribute back to the grid
- Eyes on the street relating to issues of crime and safety
- Eastern most corner of Lowry take away—Art Park/Ornamental Public Garden
- Incorporation of art into/on the buildings.
- A gateway or marker for the community

TIMELINE

February 28, 2006 Re-Weaving the Urban Fabric Address, Mayor RT Rybak
February, 2007 Selection of 5 neighborhoods of Mayor's Great City Design Teams
March 26, 2007 Community kick off meeting
April 17, 2007 Team meeting to discuss Goals
April 21, 2007 Community workshop/charrette
May 15, 2007 Design Team workshop
May 24, 2007 Community presentation

LOWRY AND PENN MAYOR'S GREAT CITY DESIGN TEAM MEMBERS

Raymond Dehn – Elness Swenson Graham Architects – Co-leader
Wayne Olson – Olson Development Consulting Inc - Co-leader
Philip Briggs - Elness Swenson Graham Architects
Brad Aldrich – Emmons & Olivier Resources
Tom Ososki – Tom Ososki Design Services, LLC
Elizabeth Olson– University of Minnesota student
Cirra Mantz – University of Minnesota student
Satoko Muratake – Juxtaposition Arts

COMMUNITY MEMBERS

J. LaVerne
Grover Jones
Kurt Lawrason
Aaron Nelson
Micha McDonald
Matthew Hendricks
Julie Szamocki
Lynne Moriarty
Emily Ero-Phillips
John Helgeland

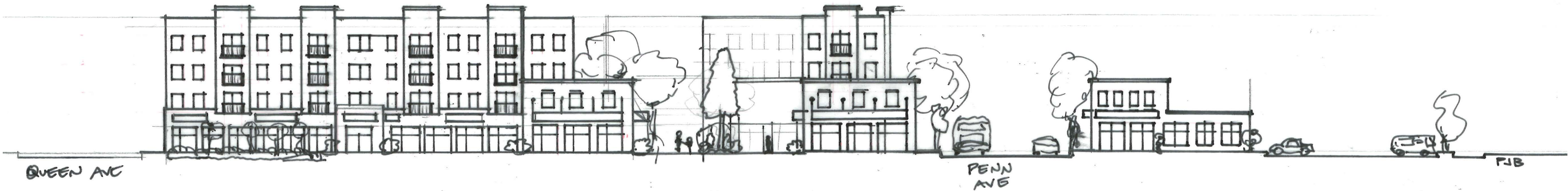
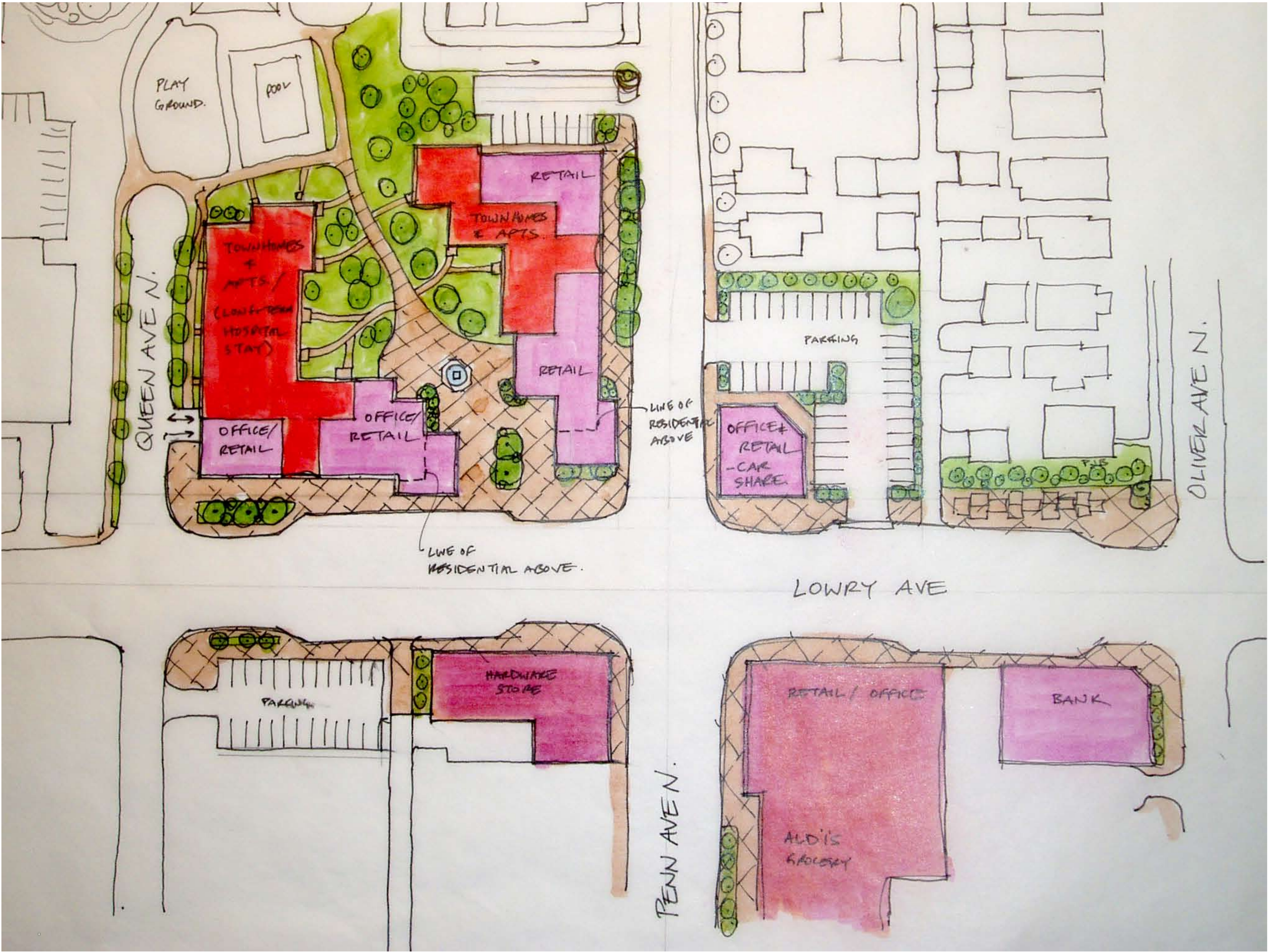


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DESIGN CHARETTE



SCHEME I



SCHEME I



before



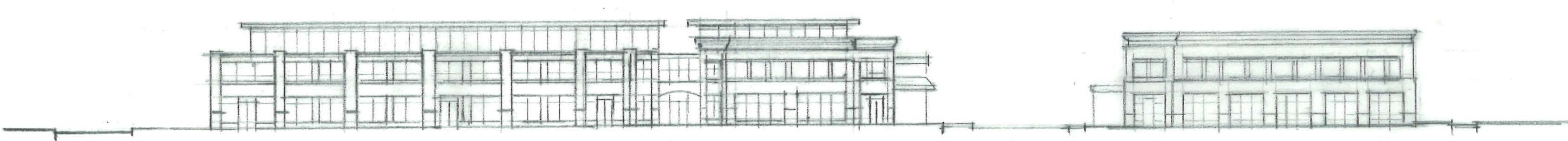
after



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SCHEME 2



SCHEME 2



before



after